

AMENDMENTS TO THE CLAIMS

1-5. (Canceled)

6. (Currently Amended) A game system comprising:

a plurality of game machines, each of said game machines comprising

a display module with a plurality of display regions, wherein, when a game starts, a plurality of types of symbols that were statically displayed in said display regions are changingly displayed, and said symbols that are changingly displayed are again statically displayed in said display regions, and [[:]]

~~each of said game machines further comprising~~ a recording module recording information about a position of one of said display regions in said display module in which a predetermined symbol is statically displayed, each time said predetermined symbol is statically displayed in one of said display regions of said display module, while said symbols are alternately changingly displayed and then statically displayed, repeatedly; and

~~each of said game machines further comprising an evaluation module evaluating whether a fixed relationship is formed in a position history of said predetermined symbol based on said recorded position information; and~~
~~said game system further comprises:~~

a shared display module comprising

a plurality of shared display regions arranged in a one-to-one correspondence with display regions of said display modules of said game machines and displaying [[said]] a position history of said predetermined symbol obtained based on said position information

recorded by said game machines on said shared display regions corresponding to said display regions at which said predetermined symbol was statically displayed, [[;]] wherein said game machines and said shared display module are connected by way of network communications.

7. (Original) A game system as described in claim 6, wherein a player using said game system is awarded a prize if at least one of said shared display regions displaying said predetermined symbol position history is positioned on a predetermined alignment line.

8. (Original) A game system as described in claim 6, wherein:
said display regions in said display module and said shared display regions in said shared display module are formed as polygons; and
said player is awarded a prize when a predetermined number of said shared display regions displaying said predetermined symbol position history are adjacent to each other, separated by a polygonal side of said adjacent polygons.

9-12. (Canceled)

13. (Currently Amended) A game system as described in claim 6, wherein a player using said game system is awarded a prize if said position history contains [[said]] a fixed relationship.

14-16. (Canceled)

17. (Currently Amended) A method for providing a game system, said method comprising the steps of:

providing each of a plurality of game machines with a display module;

statically displaying a plurality of types of symbols that were changingly displayed on [[a]]
said display module with a plurality of display regions, when a game starts;

statically displaying again said symbols that were changingly displayed in said display
regions;

recording information about a position of one of said display regions in said display module
in which a predetermined symbol is statically displayed, each time said predetermined symbol is
statically displayed in one of said display regions of said display module, while said symbols are
alternately changingly displayed and then statically displayed; and

~~evaluating whether a fixed relationship is formed in a position history of said predetermined
symbol based on said recorded position information~~

connecting said game machines to a shared display module by way of network
communications, said shared display module comprising a plurality of shared display regions
arranged in a one-to-one correspondence with said display regions of said display modules of said
game machines and displaying a position history of said predetermined symbol obtained based on
said position information recorded by said game machines on said shared display regions
corresponding to said display regions at which said predetermined symbol was statically displayed.

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24. (New) The method as described in claim 17, further comprising:

said shared display module displays said predetermined symbol in accordance with said accumulated position history received from said management device.

a plurality of game machines, each of which including

a recording module configured to record information including a position history about in which of the display regions of the display module the predetermined symbol was

statically displayed while the display module alternates statically and changingly displaying the plurality of types of symbols;

a shared display device provided with a plurality of shared display regions arranged in a one-to-one correspondence with the display regions of each of the display modules of the game machines; and

a management device connected to the shared display module and each of the plurality of game machines by way of network communications, and configured to receive and record the position history of the predetermined symbol sent by each of the game machines through the network communications and to accumulate the position histories of the game machines to obtain an accumulated position history of the predetermined symbol, wherein

the management device sends the accumulated position history to the shared display module, and

the shared display module displays the predetermined symbol in accordance with the accumulated position history received from the management device.

26. (New) A method for providing a game system comprising:

providing a plurality of game machines each of which including a display module having a plurality of display regions, and a shared display device with a plurality of shared display regions;

arranging the shared display regions and the display regions of the display modules in a one-to-one correspondence with each other;

alternating static and changing display of a plurality of types of symbols in the display regions of the display module of each of the game machines during a game being played;

recording information at a recoding module of each of the game machine, the information including a position history about in which of the display regions of the display module the predetermined symbol was statically displayed while the display module alternates statically and changingly displaying the plurality of types of symbols;

connecting a management device to the shared display module and each of the plurality of game machines by way of network communications;

receiving and recording at the management device the position history of the predetermined symbol sent by each of the game machines through the network communications;

accumulating at the management device the position histories of the game machines to obtain an accumulated position history of said predetermined symbol;

sending the accumulated position history from the management device to the shared display module; and

displaying at the shared display module the predetermined symbol in accordance with the accumulated position history received from said management device.